

Kerbal Space Program - Bug #1199

Can't place maneuver node

08/11/2013 04:57 PM - quyxkh

Status:	Closed	Start date:	08/11/2013
Severity:	Low	% Done:	100%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	0.21.1	Language:	English (US)
Platform:	Any	Mod Related:	No
Expansion:			

Description

Hi, I was syncing up with Minmus and hit the can't-place-a-maneuver-node bug, trying to isolate it got me to this screenshot:

[IMG]<http://i.imgur.com/dom8jhR.png>[/IMG]

my last maneuver got me an unintended Mun encounter. I can't place maneuver nodes prior to that encounter and can place them afterwards.

This is with KSP 0.21.1 Steam on Win7, no modifications,

the save file is [[URL="https://docs.google.com/file/d/0B3BGQdoSFUWMRHNhMFRURFkwNik/edit?usp=sharing"](https://docs.google.com/file/d/0B3BGQdoSFUWMRHNhMFRURFkwNik/edit?usp=sharing)]here[/URL] (also attached)

the logfile from me restarting from that is [[URL="http://pastebin.com/MwH73bcV"](http://pastebin.com/MwH73bcV)]here[/URL]. This reproduces 100% for me just by loading up the save.

Trying to get the problem to go away, I pointed the nose normal and burned for a little bit, not nearly enough to avoid the Mun encounter, with the result that KSP now lets me place maneuver nodes after perigee but between there and the Mun encounter it demands very precise mouse placement, everything else stays the same (can't place before perigee, after Mun encounter node it behaves normally)

[[URL="http://pastebin.com/XSxneFj5"](http://pastebin.com/XSxneFj5)]Here's a log for that attempt[/URL].

See <http://forum.kerbalspaceprogram.com/showthread.php/45657-Can-t-place-maneuver-nodes?p=587430#post587430>

History

#1 - 04/01/2014 02:51 PM - Lysius

I'm on Linux 64bit and I have found a reliable way to get into a "can not place maneuver node" situation:

1. get onto a trajectory with an encounter after the perigee of your current orbit (or the rest of it)
2. you can not place maneuver nodes before the perigee, only after the perigee

I encountered this issue many times with 0.23.0 and now also with 0.23.5.

#2 - 11/19/2015 06:07 PM - sal_vager

- Severity changed from Normal to Low

Focus on the planet who's Sol you intend to make a maneuver node in, and they will work.

#3 - 07/17/2016 09:40 AM - TriggerAu

- Status changed from New to Needs Clarification

#4 - 08/07/2016 12:07 PM - TriggerAu

- Status changed from Needs Clarification to Closed

- % Done changed from 0 to 100

Closing this report out for now. If you find it is still occurring in the latest version of KSP please open a new report (and this one can be linked to it.) For best results, the wiki contains really useful info for when creating a report <http://bugs.kerbalspaceprogram.com/projects/ksp/wiki>.

You can also ask questions about the bug cleanup in the forum here:

<http://forum.kerbalspaceprogram.com/index.php?/topic/143980-time-to-clean-up-the-bug-tracker/> and tag @TriggerAu to get my attention

Files

Arba da Carba.7z	13.2 KB	08/11/2013	quyxkh
screenshot7.png	719 KB	08/11/2013	quyxkh